

## David 'DC' Collier Conversational AI Architect

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I've been a technical founder at four startups in three continents, built teams to develop games and web applications and had two company exits.

### Conversational AI Architect [Google](#) 2020/11~

Developing tools to power the development of AI applications

- Working on a range of tools to help large virtual agent projects move quicker
- Planning and developing processes and tools for chat bot experimentation
- Work directly with strategic CCAI customers on massive scale virtual agents

Technologies: Python | numpy/sklearn | Dialogflow CX | Looker / Datastudio | Google cloud |

### CTO [TEN | Total Escape Network](#) 2020/09~

Building a range of chatbot games for friends, family and teammates to play in Zoom, Slack, Discord

- Developed a Game engine for multiplayer text adventures inside chat platforms
- Authoring tools for distributed writers and creators

Technologies: ReactJS | NodeJS | MongoDB | DialogFlow | Custom DSL |

### Consulting CTO/EIR [SOS Ventures / MOX / ChinAccelerator](#) 2020/09~

CTO coaching and AI/Data architecture for one of the world's most active early stage investors

- Consulting CTO/EIR with a focus on machine learning, NLP and metrics
- CTO coaching for multiple startups
- Building shared tools for startups to develop data network effects

### Web / Bot / NLP Engineer [Directly.com](#) 2019/09~2020/08

Developing infrastructure for the AI revolution

- Built ML training dashboard for NLP labeling
- Developed toolchain for managing and merging iterations of NLP models
- Building next generation conversational AI tools

Technologies: Python | ReactJS | NodeJS | MongoDB | Scikit-learn | DataBricks |

### AI / Chatbots / Web / CTO [RIKAI Labs](#) 2015/03~2019/09

Rikai Labs provides an AI chatbot for English Language Learning on WeChat, and a SaaS chatbot platform to B2B clients in China

- Built SaaS chatbot authoring platform used in house and by our clients
- Developed 'bot logic engine with custom script language and NLP/ML intent/entity detection
- Launched 'bots for VISA, MetLife, MeadJohnson, PwC, HSBC, Publicis and many more
- Raised \$100k seed from 500 Startups and ChinAccelerator then bootstrapped to \$500K ARR

Technologies: Python | NodeJS | ReactJS | VueJS | WeChat | MongoDB | GenSim | fastText | Neo4J |



## CTO / Studio Head [KLab KK / Klab America](#) 2012/04~2015/02

KLab is a public Japanese company that acquired my Tokyo startup Pikkle KK. I relocated from Tokyo to SF and setup the US studio.

- Recruited local team and built and shipped 'Crystal Casters' on Android and iOS
- Managed local and remote client dev team using Unity3D and custom asset pipeline
- Architected and built Python/Postgres game server for in-app purchases
- Built game metrics tool with JS/MongoDB to aid tuning game balance and monetization
- Ran growth hacks for user acquisition and managed ROI across multiple channels

Technologies: Python | NodeJS | Unity | MongoDB | Postgres | D3 | Tableaux |

## Developer / Designer [Pikkle KK](#) 2005/03~2012/04

Founded Pikkle KK a social mobile game startup in Tokyo. We published a mix of original titles and developed apps for other companies

- Launched 'JooJoo' social network JV with Japan's largest ad network Adways
- Using RubyOnRails developed a social game framework we used across multiple apps
- Built server side SWF generator to render flash games for Japanese mobile phones
- Developed 'Disney Circle' SNS with Disney Mobile using our Flash engine
- Developed Restaurant City with EA/Playfish. DragonBall mobile for BandaiNamco
- Raised \$1M strategic investment from Mixi, Japan's leading social network

## Director Overseas Business [BandaiNamco Games](#) 2003/04~2005/04

Worked with mobile operators worldwide to build Namco's international mobile games business

- Managed development and roadmap for dozens of SKUs for J2ME phones and operators
- Developed common J2ME carrier billing SDK working 'blind' without GSM network in Tokyo
- Found partners and launched China market to become our #2 overseas channel
- Negotiated with operators to get deck placement/co-promotion for our brands like Pacman

## VP Content R&D [PacketVideo](#) 2002/04~2003/03

PacketVideo acquired Gamelet.com and my team formed PV's Content R&D Group

- Tom & Jerry game concept for TimeWarner, 3D RaceGame for T-Mobile
- Architected 'OMAP Studio' which led to TI \$20M joint venture

## Full Stack Dev / Designer [Gamelet.com](#) 1997/03~2002/03

Gamelet built games and rich media marketing websites

- Developed games for Disney, EA, Sony and more
- built advergaming/java marketing sites for Nike, Snapple, P&G and more

## Game Developer / Producer [TripMedia Ltd](#) 1994/03~1997/03

London based game developer

- Designed and produced 'Burn:Cycle' which entered the UK game charts at #1 and won multiple awards

## **Creative Director / Designer** Decode Design 1991/03~1995/03

London's first 'digital design' agency. I started this while at Art College

- Published three books including 'Colliers Rules for Desktop Design'

## **Education**

- Chelsea School of Art | Graphic Design
- Kings College | Mathematics

## **Interests**

- Visual UX/UI for AI applications
- Conversational AI, Community Design
- Authoring tools to amplify productivity
- Real-time applications (chat, data streams)
- Language design and grammar for computers - and humans too!
- Game mechanics applied to social applications
- Coaching and mentoring, decision making tools